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CLAIM AMENDMENTS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Previously Presented): A system for rendering an image of an object having a curved surface, comprising:

a determiner that determines M number of attributes relating to rendering the image, M being an integer, wherein the determiner determines a diffuse lighting component and at least one of an ambient lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, a color and a texture;

a first processor that pre-computes N number of attributes relating to rendering the image, N being an integer less than or equal to M, and the N number of attributes being pre-computable; and

a second processor that computes the M number of attributes.

2. (Original): The system of claim 1, the N number of attributes having characteristics associated with the symmetrical nature of objects having a curved surface.

3. (Original): The system of claim 1, the M number of attributes including one or more light sources.

4. (Original): The system of claim 1, the M number of attributes including one or more viewing positions.

5. (Canceled).

6. (Previously Amended): The system of claim 1, wherein the first processor pre-computes for one or more pixels, characterized by an x attribute, a y attribute and a z attribute, at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, a pole vector, an equator vector and a pole crossing equator vector.

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7. (Previously Amended): The system of claim 1, wherein the first processor pre-computes an edge buffer for one or more objects.
8. (Previously Amended): The system of claim 1, the object is a lit sphere.
9. (Previously Amended): The system of claim 8, the object is a textured sphere.
10. (Previously Amended): The system of claim 1, the object is bump-mapped.
11. (Previously Presented): A method for rendering an image of an object having a curved surface, comprising:
- determining an M number of attributes relating to rendering the image, M being an integer, wherein the M number of attributes comprises, computing for one or more pixels, a diffuse lighting component and at least one of an ambient lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, a color and a texture;
  - pre-computing an N number of attributes relating to rendering the image, N being an integer less than or equal to M; computing the M number of attributes; and
  - rendering an image based, at least in part, on the N pre-computed attributes and the M computed attributes.
12. (Canceled).
13. (Original): The method of claim 11, wherein pre-computing the N number of attributes relating to rendering the image further comprises:
- computing for one or more pixels characterized by an x attribute, a y attribute and a z attribute at least one of an ambient lighting component, a diffuse lighting component, a specular lighting component, a pole vector, an equator vector and a pole crossing equator vector.
14. (Original): The method of claim 13, wherein pre-computing the N number of attributes relating to rendering the image further comprises:

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pre-computing an edge buffer for one or more spheres.

15. (Original): The method of claim 11, the N number of pixel attributes having characteristics associated with the symmetrical nature of objects having a curved surface.
16. (Original): The method of claim 11, the M number of attributes including one or more light sources.
17. (Original): The method of claim 11, the M number of attributes including one or more viewing positions.
18. (Original): The method of claim 11, wherein the object is a lit sphere.
19. (Original): The method of claim 18, wherein the sphere is textured.
20. (Original): The method of claim 11, wherein the object is bump-mapped.
21. (Original): A computer-readable medium having computer-executable instructions for performing the method of claim 11.
22. (Previously Presented): A system that facilitates rendering an image of an object having a curved surface, comprising:
  - a determination component that determines a plurality of attributes related to rendering the image, wherein the determination component determines a diffuse lighting component and at least one of an ambient lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, a color and a texture;
  - a pre-computation component that pre-computes a subset of the attributes related to rendering the image; and
  - a computation component that computes the plurality of attributes.

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23. (Previously Presented): The system of claim 22, the subset of attributes have characteristics associated with a symmetrical nature of objects having a curved surface.
24. (Previously Presented): The system of claim 22, the plurality of attributes include one or more light sources.
25. (Previously Presented): The system of claim 22, the plurality of attributes include one or more viewing positions.
26. (Canceled).
27. (Previously Presented): The system of claim 22, the pre-computation component computes for one or more pixels, characterized by an x attribute, a y attribute and a z attribute, at least one of: an ambient lighting component, a diffuse lighting component, a specular lighting component, a pole vector, an equator vector and a pole crossing equator vector.
28. (Previously Presented): The system of claim 1, the pre-computation component computes an edge buffer for one or more objects.
29. (Previously Presented): A system that facilitates rendering an image of an object having a curved surface, comprising:
- means for determining a plurality of attributes related to rendering the image, wherein the determination means determines a diffuse lighting component and at least one of an ambient lighting component, a specular lighting component, an intensity, a pole vector, an equator vector, a latitude, a longitude, a color and a texture;
  - means for pre-computing a subset of the attributes related to rendering the image; and
  - means for computing the plurality of attributes.